

GAME BOY ADVANCE

Space Channel 5

AGB-A5UE-USA



Ula-Lula's  
cosmic attack™



INSTRUCTION/BOOKLET





**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**  
**Altered vision**

**Eye or muscle twitching**  
**Involuntary movements**

**Loss of awareness**  
**Disorientation**

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.





EVERYONE

Mild Violence

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

© SEGA CORPORATION, 1999, 2002. SEGA, the SEGA logo and Space Channel 5 are registered trademarks or trademark of SEGA CORPORATION. Created and co-published by SEGA. Exclusively co-published by THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE  
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

## Contents

Getting Started	2
Story	3
Controls	4
Main Menu	6
Playing a Game	8
The Game Screen	8
Pausing the Game	9
Saving and Loading	10
Characters	12
Credits	16
Limited Warranty	18



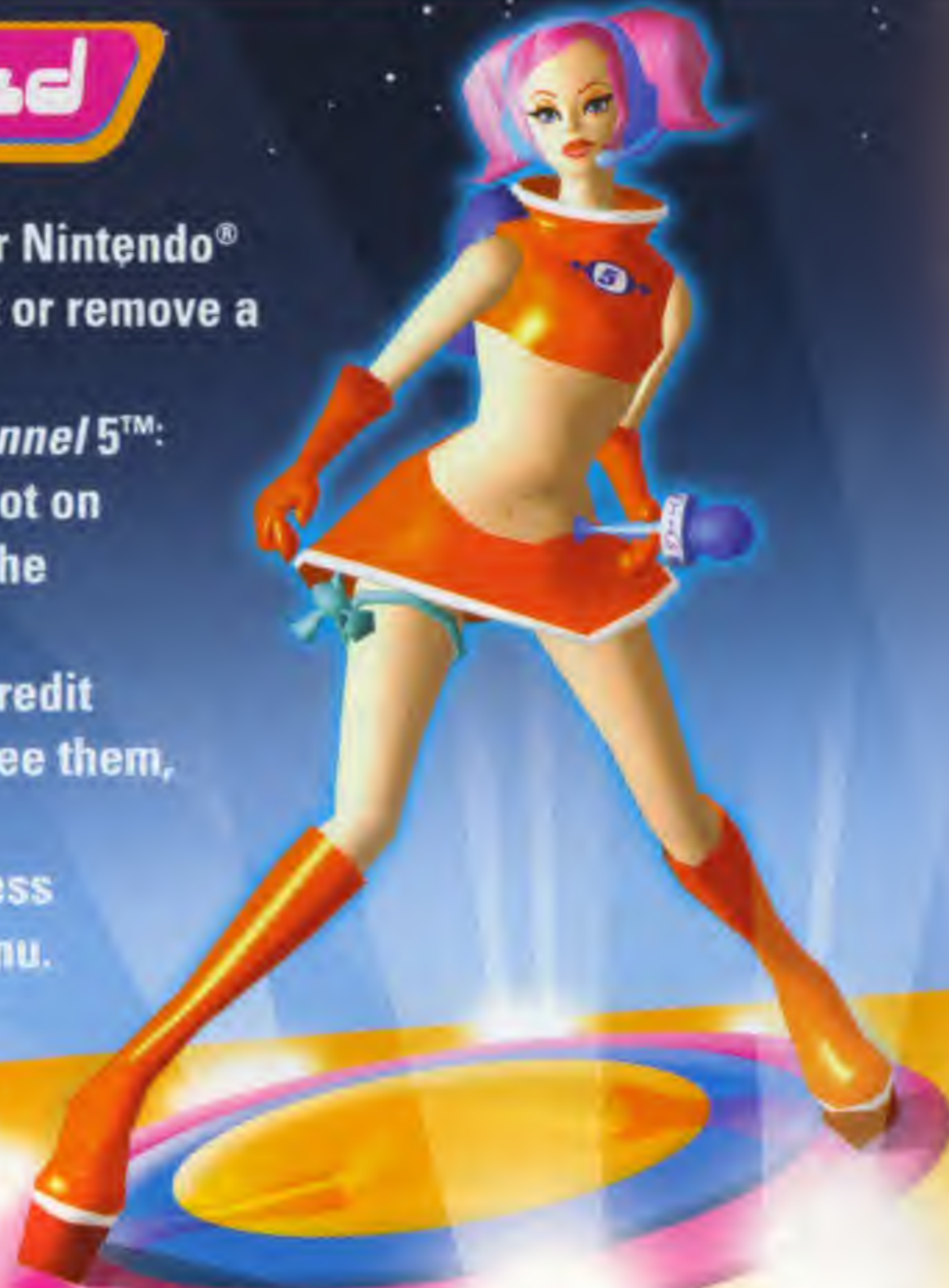


## getting started

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *Space Channel 5™: Ulala's Cosmic Attack™* into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.



2



## story

It's the 25th century, and the planet Earth is in a state of crisis.

An alien race, the Morolians, has launched an invasion against Earth, randomly shooting innocent victims with a mysterious ray gun. The effect of the ray is rather unusual, as it forces people to dance uncontrollably, and enslaves them to alien rhythms.

Of course, their attack has caused a widespread panic.

The first station to grab the scoop is a little-watched space broadcaster, "Space Channel 5." Sensing a golden opportunity to boost ratings, the director, Fuse, has sent the only reporter left who hasn't been captured, a reporter named Ulala.

The broadcast begins at the location of the first incident – Spaceport 9.

Ulala must copy the Morolians' steps – Up! Down! Right! Left! Shoot! Shoot!

Ulala is the only hope we have to defeat the Morolians and free the human victims. The future of the Earth is in her hands.



3



## controls

### BUTTON

#### Menu Navigation

Control Pad

A Button

B Button

#### Game Controls

Control Pad+A Button

Control Pad+B Button

### ACTION

Highlight menu selections

Confirm selection

Return to previous menu

Perform Dance Moves/Shoot Morolians

Perform Dance Moves/Rescue Humans

### Dance! Shoot!

**News Flash-** Copy the rhythm and timing of the Morolians' instruction and movement.



**Up**



**Left**



**Right**



**Down**



**Shoot**



## main menu

Press START to bring up the Main Menu with the following options, then press the A Button to confirm your selection.



- **New Game** — Get your groove on.
- **Load** — Load a saved game. See page 10 for more info on Saving and Loading.
- **Continue** — Continue a saved game.
- **Tutorial** — View a tutorial on how to play the game.
- **Options** — Customize the game with the following options:
  - **Device Options** — Change the control settings.
  - **Sound Options** — Adjust the music and sound effects volume.
  - **Players Status** — View your best scores for each level.
  - **Character Profile** — View info on all the characters in the game.



## playing a game

To get your groove on, choose NEW GAME from the Main Menu. Listen to the rhythm of the beat and follow the Morolian moves. The better your moves, the more people will tune in to your show.

### The Game Screen



**Hint:** Tap your foot to keep rhythm so that you can perform the same command in the correct section of the song.

- **Life** — Number of times Ulala can fail.
- **Current View Rating** — Displays what percentage of the viewing audience is watching.
- **Dancer Indicator** — Shows a Morolian icon while they are showing you their moves. An Ulala icon is displayed when it's your turn to dance.

### Pausing the Game

Press START at any time to pause the game and access the following options:

- **Play** — Return to the groovin'!
- **Play End** — Quit game and return to the Title Screen.





## saving and loading

After completing each level, you'll be given the opportunity to save your progress. Pick any open slot to save.

To load a saved game, choose Load, select a previously saved game, then exit out of the Load Game Screen. Select Continue to begin from the saved game's location.





## characters

### **(Reporter) Ulala**

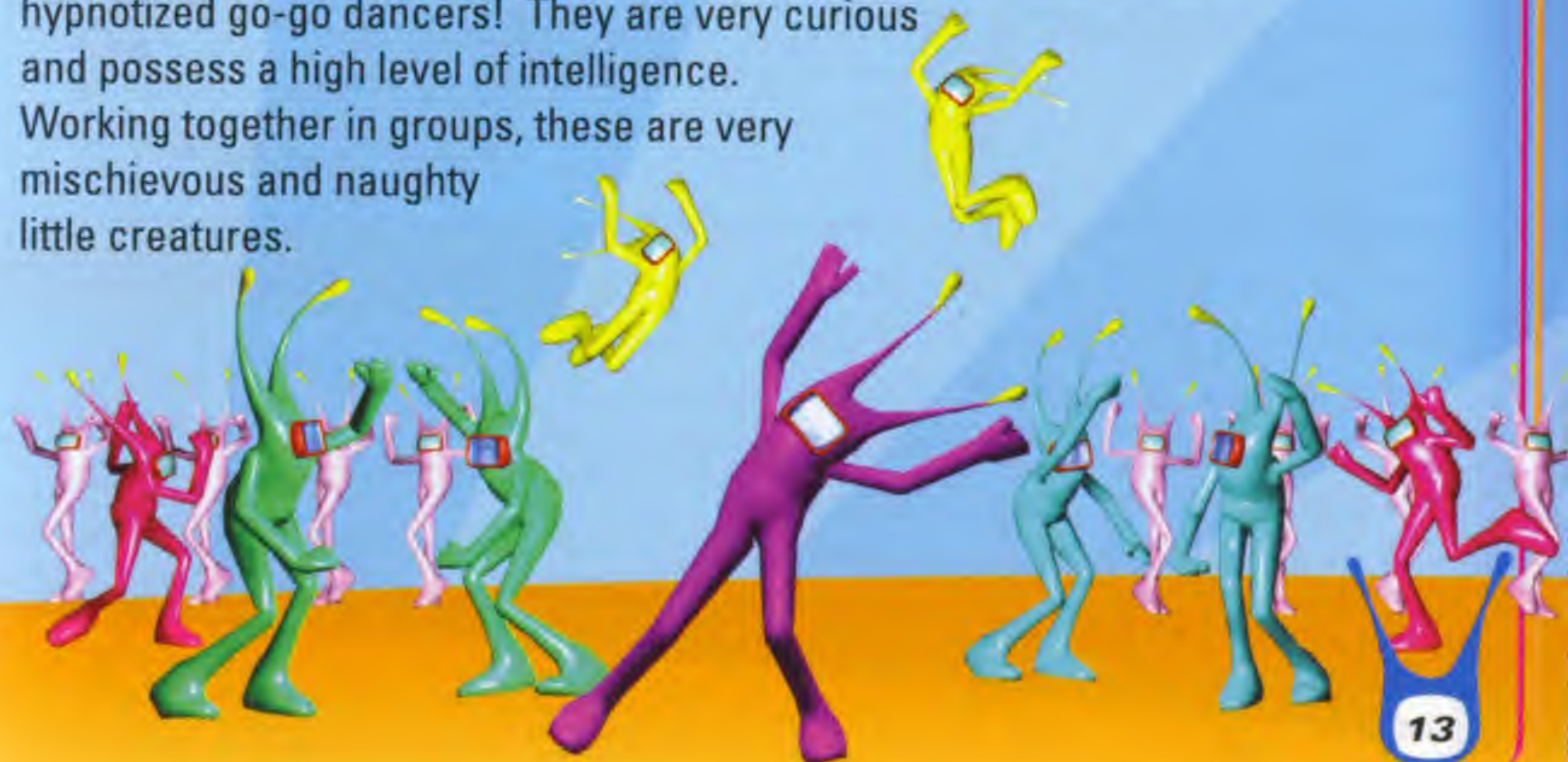
**Birthdate:** May 30th, 2477

**Sign:** Gemini

Ulala, 22, has been working at Space Channel 5 as a reporter for the last two years. The capture of the other reporters covering the Morolian invasion has seen Ulala promoted to the investigative reporting team. This is her big chance to prove her reporting skills to the world.

### **(Aliens) Morolians**

The alien race that suddenly invades Earth, the Morolians, are an odd but undeniably cute bunch. Their ray guns turn innocent humans into hypnotized go-go dancers! They are very curious and possess a high level of intelligence. Working together in groups, these are very mischievous and naughty little creatures.





## characters

### **(Director) Fuse**

**Birthdate:** September 21st, 2464

**Sign:** Virgo

The 35 year-old director of the investigative reporting team, Fuse is normally a laid-back kind of guy. However, there has been a lot of pressure from his superiors, and he's been stressed out lately about the show's ratings. This anxiety has shortened his temper considerably, which probably won't help morale among his staff.



### **(Boss) Morolina**

Designed to attack luxury passenger ships, this fiendish Boss character has captured a group of students. Be careful not to hit them while shooting!

### **(Reporter) Pudding**

**Birthdate:** September 5th, 2480

**Sign:** Virgo

Pudding, a 19 year-old former teen idol, is a reporter for Channel 42. She has many adoring fans, yet harbors a strong jealousy towards Ulala, who seems to have appeared out of nowhere to steal her limelight.





# credits

## Art Co.

### Director

Hiroyuki Otsuki

### Planner

Toyoharu Moriyama

### Program

Hiroyuki Otsuki

Tsuyoshi Yagi

Koichi Sakagami

Toshio Inomata

### Graphic Design

Kiyoi Shimura

Kinuko Nagasato

### 2D Design

Hikaru Moriyama

### 3D Design

Shinji Nishiyama

### Special Thanks

Mitsunori Takemoto

Yoshitomo Fujiwara

Kouji Iida

Toshihiro Hirosawa

Tomoyuki Watanabe

Kojiro Kawase

Nobuko Satoh

KAIZOKU

Kazuaki Hanada

Yusuke Hata

### Music Composer

Tsutomu Fuzawa

## THQ - Product Development

*Executive Vice President – Worldwide Studios*

Jack Sorensen

*Vice President – Product Development*

Philip Holt

*Executive Producer*

Brian Christian

*Producer*

Josh Austin

*Senior Tester*

Marla Anyomi



## Testers

Sean Jenkinson

Chad Schnaible

Marc Standley

*QA Technician*

Mario Waibel

*QA Database Administrator*

Jason Roberts

*QA Manager*

Monica Vallejo

*Director of Quality Assurance*

Jeremy S. Barnes

*Special Thanks*

Judy Jette, Kathy Schoback

## THQ - Marketing

*Vice President - Marketing*

Peter Dille

*Group Marketing Manager*

Alison Quirion

*Associate Product Manager*

Heather Hall

*Director, Creative Services*

Howard Liebeskind

*Senior Manager, Creative Services*

Kathy Helgason

*Associate Creative Services*

*Manager*

Melissa Roth

*PR Manager*

Reilly Brennan

*Associate PR Manager*

Erik Reynolds

*Manual Writer*

Richard Dal Porto

*Packaging Design*

K+A, Inc.

*Special Thanks*

Brian Farrell, Alison Locke,

Germaine Gioia, Leslie Brown,

Brandy A. Carrillo, Michael

Greene, Robert Riley, Christian

Kenney, Ricardo Fisher, Gordon

Madison, Jack Suzuki,

Paul Rivas, Stacy Mendoza



# limited warranty

## Warranty and Service Information

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at <http://www.thq.com> before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5 digit Product Code is **32126**. Please use this code to identify your Product when contacting us.

## Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

## To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.  
Customer Service Department  
27001 Agoura Road, Suite 270  
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

## Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US\$20.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

## Warranty Limitations

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND REPRESENTATIONS. NO OTHER WARRANTIES OR REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE THQ. ANY APPLICABLE IMPLIED WARRANTIES OR REPRESENTATIONS, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights, which may vary, from state to state.

## Warning

Copying of this Product or any of its contents or elements is illegal and is prohibited by United States and international copyright laws. Back-up or archival copies of this Product or any of its contents or elements are not authorized and are not necessary to protect your Product. United States and international copyright laws also protect this manual and other printed matter accompanying this Product. Violators will be prosecuted.



# GET CRAZY ON GAME BOY® ADVANCE!

**AVAILABLE NOW!**



Co-Developed and  
Co-Published by:

**SEGA®**

[www.sega.com](http://www.sega.com)

EVERYONE  
**E**  
CONTENT RATED BY  
ESRB

Comic Mischief  
Mild Language

**GAME BOY ADVANCE**

**THQ®**

[www.thq.com](http://www.thq.com)

THQ Inc. • 27001 Agoura Road, Suite 270 • Calabasas Hills, CA 91301

© SEGA CORPORATION, 1999, 2002. SEGA, the SEGA logo and "Crazy Taxi" are registered trademarks or trademark of SEGA CORPORATION. Created and co-published by SEGA. Exclusively co-published by THQ Inc. THQ and the THQ logo are registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. TM, ® and Game Boy Advance are trademarks of Nintendo.

PRINTED IN JAPAN